Animation Effects using the glman Timer Variable

uniform float Timer;  // goes from 0. → 1. in 10 seconds

Ramp 0.→1.  
float t = Timer;  
float t = Timer*Timer;  
float t = Timer*Timer*Timer;  
float t = Timer*Timer*Timer*Timer;  
float t = 10.*Timer2 – 15.*Timer4 + 6.*Timer6;

Ramp 0.→1. →0. 
float t;  
if( Timer <= .5 )  
t = 2.*Timer;  
else  
t = 2. * ( 1. – Timer );

Smooth oscillation -1. → 1. → -1.  
float t = sin( 2.*π*Timer );

Faster oscillation 
float t = sin( 2.*π*S*Timer );

Bigger oscillation  
float t = Mag * sin( 2.*π*S*Timer );

Smooth oscillation 0. → 1. → 0.  
float t = .5 + .5*sin(2.*π*Timer);

Fun-With-Zero-To-One